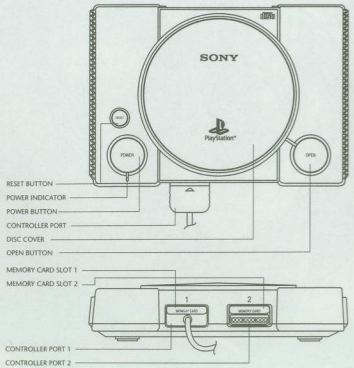
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00561
MEGAMAN X4
CAPCOM

MISSION SET-UP

Set up your PlayStation™ Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MEGA MAN X4™ disc and close the Disc cover. Insert Controllers and turn on the PlayStation™ Console. Follow the on-screen instructions to start a game.



BASIC CONTROLS

START BUTTON

STARTS GAME
PAUSES GAME
OPENS WEAPON/ITEM SELECT MENU

SELECT BUTTON

OPENS QUIT MENU FROM WEAPON SELECT SCREEN

DIRECTIONAL BUTTON

HIGHLIGHTS OPTION
(See MOBILIZE MAVERICK HUNTERS, p. 6)
CHANGES SETTINGS (See Option Mode)
MOVES CHARACTER

△ BUTTON

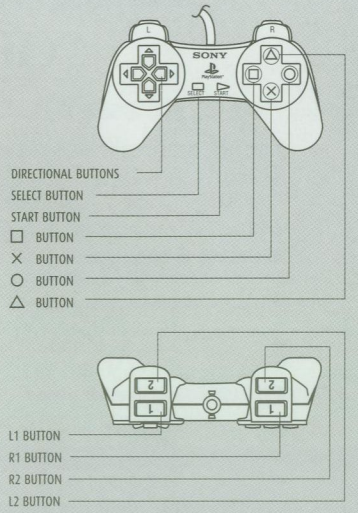
CANCELS MENU

X BUTTON

SELECTS MENU ITEM

Press and hold the L1, L2, R1, R2, Start & Select buttons simultaneously for 2 seconds

RESET GAME



DIRECTIVE: MAVERICK HUNTER

CAIN LABS

From: Dr. Cain To: All Science Personnel

DIRECTIVE: REPLIFORCE document secured 2 programs:

MH-v3 (MAVERICK HUNTER v3) Established: Mavericks, virus contained
RF-v3 (REPLIFORCE v3) New: Program to match MH-v3 success

REPLIFORCE v3 program initiated January 1.

REPLIFORCE v3 Directives:

- Compensate for Sigma and Doppler program failures
- Uphold Reploid Sciences: Research & Development
- Maximize Reploid efficiency
- Increase troop response time for MH-v3
- Prevent further Maverick action

REPLIFORCE v3 Evaluation: June 1

- MAVERICK HUNTER v3 units respond too late
- Maverick action building at alarming rate
- Maverick riot destroys major cities, causes destruction throughout region
- REPLIFORCE v3 proven ineffective and potentially dangerous

DIRECTIVE: MH-v4 (MAVERICK HUNTER v4)

- Devise alternative to REPLIFORCE program
- Establish MAVERICK HUNTER v4 with combo v3 units #0 and #17
- Respond to Maverick riot without delay

#17 UNIT LEADER: MEGA MAN X **#0 UNIT LEADER: ZERO**

END DIRECTIVE

MASTERING MEGA MAN X & ZERO

Fire Arm Cannon/Slash Zero's Z-Saber	Press the □ or the △ button
Jump	Press the X button
Use X-buster	Press and hold the □ or the △ button until charged, then release to fire
Fire Mega Man X's Special Weapon	Equip weapon, then press the □ button
Activate Zero's Ultimate Technique	Press the △ Button Must be done with the special method
Activate Giga Attack	Press the R2 Button
Dash	Press the ○ Button, or tap the Directional button forward twice quickly
Dash jump	Dash, then press the X Button
Climb wall	Jump to wall, then press the Directional button toward the wall while repeatedly pressing the X button
Change weapon or Pause Game	Press the X button to select the weapon or power and press the Start button to begin play
Change Mega Man X's weapon during play	Press the L1 or the R1 button (You must gain a weapon first to be able to use this)

MOBILIZE MAVERICK HUNTERS

To begin playing MEGA MAN X4, press the Start button during the intro sequence to bring up the Title screen. Press the Start button again to bring up the MODE SELECT screen. You have 3 choices: GAME START, CONTINUE or OPTION. To restart a previously saved game, highlight CONTINUE and press the Start button or the X button. For more on saving and loading games, please see CONTINUE/BACKUP MEMORY, page 8.

Highlight GAME START and press the Start button or the X button to begin playing a new game. Select your character: You will then see a short animation before the game begins. To bypass this animation and jump to the game, press the Start button or the X button.

To adjust your game options, highlight OPTION and press the Start button or the X button. See OPTION on page 8 for more information.

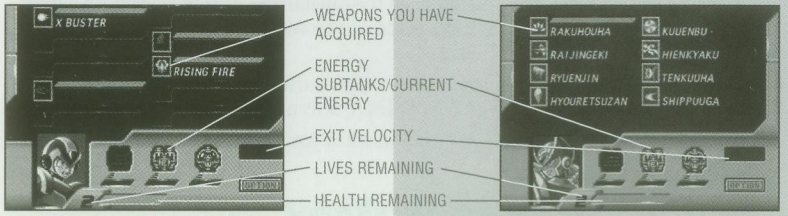
To quit your game and return to the Title screen during gameplay, pause the game by pressing the Start button. You will see the WEAPON SELECT screen. Press the Select button. The QUIT MENU will appear. Highlight QUIT then select NO to QUIT the game. Select CONTINUE to return to the WEAPON SELECT screen.

STAGE SELECT SCREEN

After battling through the intro stage, you will be presented with more information on the whereabouts of the Maverick leaders who are forging the riot. This is the STAGE SELECT screen where you choose which Maverick to battle. Use the Directional button to highlight the stage you want, then press the Start button or the X button to select the stage. After you have defeated the 8 Mavericks, Mega Man X or Zero can advance to the next set of levels. To return to one of the original levels, just move the cursor to the blackened picture of the Maverick and press the Start button or the X button.

WEAPON SELECT SCREEN

During gameplay, you can pause and bring up the WEAPON SELECT screen. This is also your status screen. It will show you:



Use the Directional button to highlight the item you want to use, then press the X button to select the item you want to use, and press the Start button to begin play.

Weapons will appear here when you acquire them. Defeat a Maverick leader and acquire its weapon. Recharge Mega Man X's weapons by collecting weapon capsules.

You start with 2 extra lives. Add to Mega Man X and Zero's lives by collecting their helmet icons.

Increase the length of Mega Man X and Zero's health bar by finding the heart tanks hidden in each stage. Recharge Mega Man X and Zero's health by collecting power capsules.

Use your weapons and armor to locate the hidden subtanks. There are 2 subtanks: 1 for Life Energy and 1 for Weapon Energy. Power them up by collecting weapon or power capsules. When you run low on health or weapon power, respectively, you have these recharge resources available.

You can escape a stage using the Exit Velocity only after you have defeated that stage's Maverick.

OPTION MODE

You can access the game OPTION Mode from either the MODE SELECT screen or the WEAPON SELECT screen. From the MODE SELECT screen, highlight OPTION and press the Start button or the X button. From the WEAPON SELECT screen, highlight OPTION and press the X button to select it.

In the OPTION Mode you can adjust your BUTTON/KEY CONFIG or change the SOUND MODE from STEREO to MONO depending on the capabilities of your system. To adjust your button configuration, highlight the function you want to change and press the button you want to perform that function.

When finished with the OPTION Mode, press the △ button or the Start button to return to the MODE SELECT screen or WEAPON SELECT screen, respectively.

You can only adjust your button configuration when you enter the OPTION Mode from the WEAPON SELECT screen.

CONTINUE/BACKUP MEMORY

You can save your game progress and OPTION settings when you clear a stage or when the game is over. There are 3 files you can use to save games with Mega Man X or Zero, depending on which you choose to save. To save a game, Mega Man X4 uses 1 Block of memory, so make sure there is room on your Memory Card and place it in Memory Card slot 1. Select SAVE from the Mission Completed or the Mission Failed Screen. Select the appropriate memory card slot, then choose the file you wish to save your game to. *Remember: If you save a file over a previously saved file, you will lose that previous file.*

To load a saved game, make sure the Memory Card is in Memory Card slot 1, highlight CONTINUE from the MODE SELECT screen and press the Start button or the X button to select it. Choose to either "USE THE CURRENT DATA" that was last saved or "LOAD DATA FROM THE MEMORY CARD." If you select "LOAD DATA," select the appropriate memory card slot, highlight the file you want to load, and press the X button to select it. The file will automatically load.

Note: If you press the Reset button or the Power button, or if you remove a Memory Card during a save, your data may be destroyed.

ARMOR CAPSULES

The trusty Dr. Light has once again hidden some secret capsules that will enhance Mega Man X's abilities. When he steps into one of these capsules, it will come to life and change his appearance.

Here are descriptions of what some of the capsules do:

ARM

This addition to his arm power comes in 2 forms: Stock Charge Shot and Plasma Charge Shot. **Stock** allows you to store up to 4 charges. You can release as many shots continually as you have stored. **Plasma** is an enormous shot that will penetrate and damage even strong enemy framework.

HEAD

This allows Mega Man X to use his special weapons abundantly. When he charges the special weapon it consumes weapon energy.

BODY

Creates a defense shield for Mega Man X. Reduces damage while building the Nova Strike, a devastating blast move. Use the Giga Attack button when the Nova Strike is complete.

LEG

The boots allow Mega Man X to perform the Air Dash and Hover Dash:

AIR DASH

Either press the X button to jump, then the Dash button (○ button) while in the air, or jump and press the Directional button forward twice quickly while in the air.

HOVER DASH

Press the X button to jump, then press the X button again to hover. Use the Directional button to move Mega Man X left or right. When his hover power runs out, Mega Man X will fall to the ground. To cancel the Hover Dash, press the X button while hovering.

ROBOT RIDE ARMOR

In addition to the Armor Capsules, Dr. Light has set out 3 different armors known as Robot Ride Armor. Mega Man X and Zero must find these 3 armors, each with different capabilities and functions. Some armor looks like a giant robot that they can activate by jumping into it.

While Mega Man X and Zero will not be damaged when in the armor, the armor will take damage.

RIDDEN	Use the attack and dash functions inherent to Mega Man X and Zero. By attacking with strategic timing, it will release a very strong punch attack.
EAGLE	Press the X button to jump, then press and hold the X button again to hover in the air. Press the □ button or the △ button to shoot missiles.
LAND CHASER	Mega Man X can move rapidly with this multi-purpose motorbike armor. Use the Directional button to control the bike, while pressing the □ button or the △ button to attack. Try ramming enemies with the Dash technique.

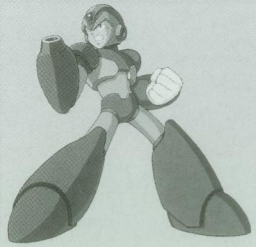
ZERO'S LEARNING SYSTEM

When Mega Man X defeats a Maverick, he acquires that Maverick's ultimate weapon. Mega Man X then equips that weapon into his arm cannon. Since Zero has a super power Z-Saber, Zero must learn new Saber techniques from the defeated Mavericks. Here is a short description of some techniques Zero can use:

KUUENBU	Press the X button to jump, then press the X button again while in the air. Zero will do a double jump. Press the □ button and Zero will perform a somersault slash move.
HIENKYAKU	Press the ○ button while jumping, or press the Directional button forward twice quickly while jumping. Zero will perform the Air Dash, but cannot Air Dash directly from Dash Jump.
RYUENJIN	While standing on the ground, press the Directional button ▲ and the Ultimate Technique Button (△) simultaneously.
HYOURETSUZAN	While jumping, press Directional Button ▼ and the UltimateTechnique Button (△) simultaneously.

CHARACTER FILES

MEGA MAN X



Reploid leader of the 17th Unit, Maverick Hunters. His creation is a mystery; nobody knows why he was built and then buried. Can X learn?

X is famous among Maverick Hunters for defeating Sigma and leading to its ultimate demise. X understands his role, and believes in the need to protect reploids and humans. But an inner conflict with violence makes him hesitant.

ZERO

Zero is Mega Man X's best friend and past partner. His creation is a mystery as well, shrouded in much speculation. Once destroyed to protect X, Zero has been revived to continue the aid he has offered X previously.

Originally part of the 17th Unit, Maverick Hunters, Zero was appointed to his own Special #0 Class Unit. With the failure of Reploid Force, Zero's sparkling track record and calm demeanor are a necessary match for the canny experience of Mega Man X.

DOUBLE

Dr. Cain's latest creation supports Mega Man X and Zero in many ways. Yet this prototype requires many treatments and must be refined. While his prime directive is to assist the Maverick Hunters, it seems Double's top priority is to be careless and zealous.

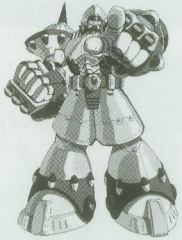
IRIS

Colonel's younger sister, she is distraught by the outbreak of Mavericks and the sudden riot of Reploid Force. Helpless during the riot, she is rescued by Zero and is now devoted to stopping the battle between her brother and Zero.

COLONEL

Youngest high-ranking officer in the new Maverick regime. Prominent and strict with the Mavericks, Colonel treats his troops and sister the same way — with respect.

GENERAL



Highest commander of the new Maverick regime. Widely recognized by Cain Labs and the Maverick Hunters for triggering the new Maverick outbreak.

MAVERICKS

STORM OWL

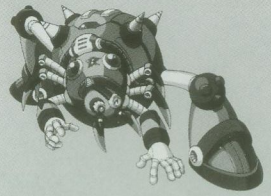
Weapon: Double Cyclone

SLASH BEAST

Weapon: Twin Slasher

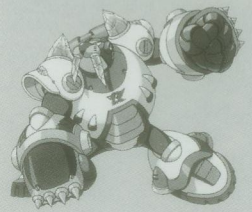
WEB SPIDER

Weapon: Lightning Web



FROST WALRUS

Weapon: Frost Tower



MAVERICKS

SPLIT MUSHROOM

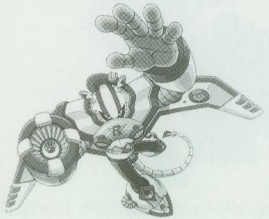
Weapon: Soul Body

MAGMA DRAGOON

Weapon: Rising Fire

JET STINGRAY

Weapon: Ground Hunter



CYBER PEACOCK

Weapon: Aiming Laser

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

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MEGA MAN X4
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CAPCOM Entertainment, Inc. 475 Oakmead Parkway, Sunnyvale, CA 94086

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